

Gaim Slyach Frigate

SPECS

Class: Medium Ship
In Service: 2258
Point Value: 450
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +3
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 9/10

WEAPON DATA

Battle Laser

Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array

Class: Standard
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD HITS

1-5: Retro Thrust
6-7: Battle Laser
8-10: Twin Array
11-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Scattergun
9-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16: Hangar
17-18: Reactor
19-20: C & C

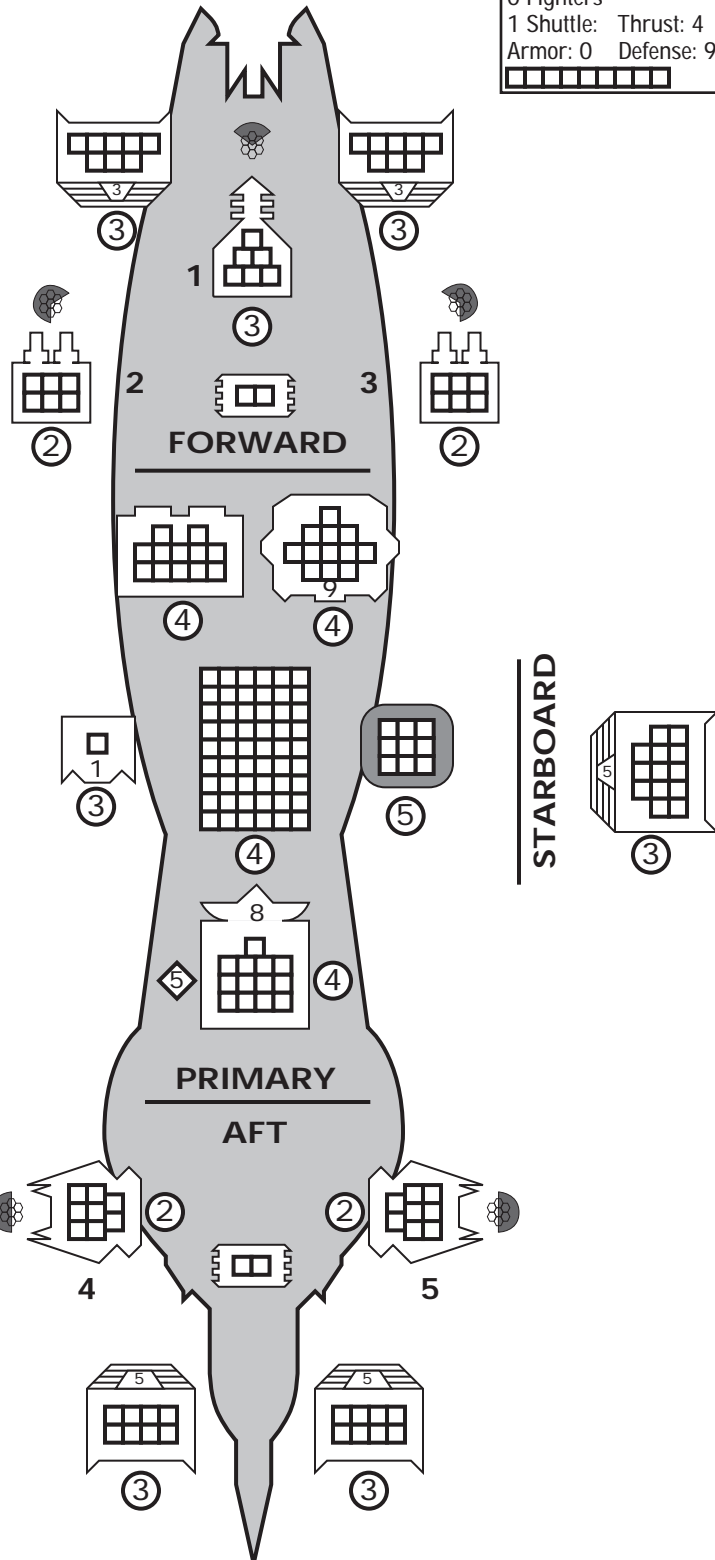
SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Battle Laser
- Twin Array
- Scattergun